

FIG. 1

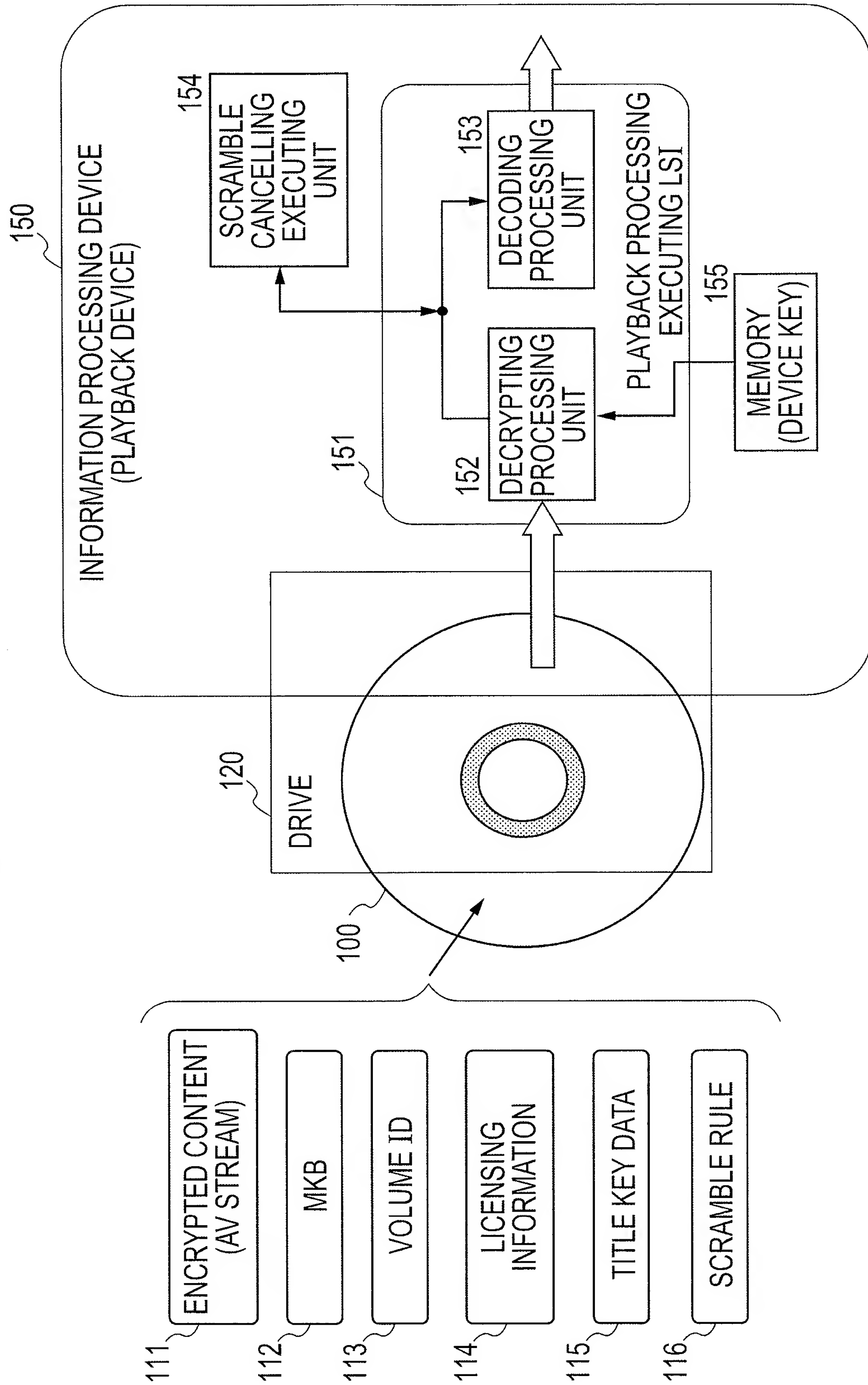


FIG. 2

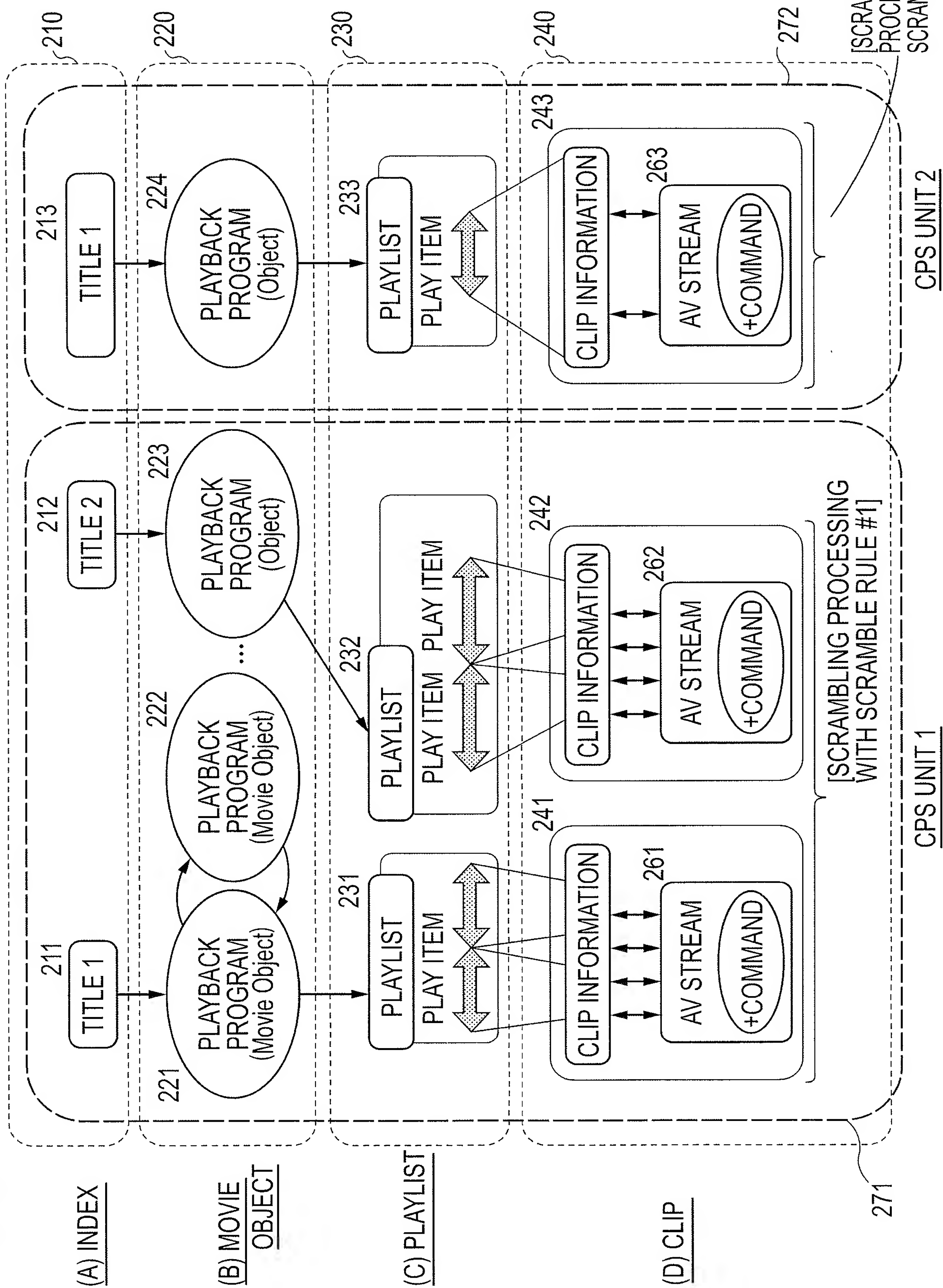


FIG. 3

INDEX DISTINGUISHABLE BY APPLICATION LAYERS SUCH AS TITLE	CONTENT MANAGEMENT UNIT (CPS)	SCRAMBLE RULE
TITLE 1	CPS1	Scr#1
TITLE 2	CPS1	Scr#1
APPLICATION 1	CPS2	Scr#2
APPLICATION 2	CPS3	Scr#3
:	:	:
DATA GROUP 1	CPS4	Scr#4
DATA GROUP 2	CPS5	Scr#5
:	:	:

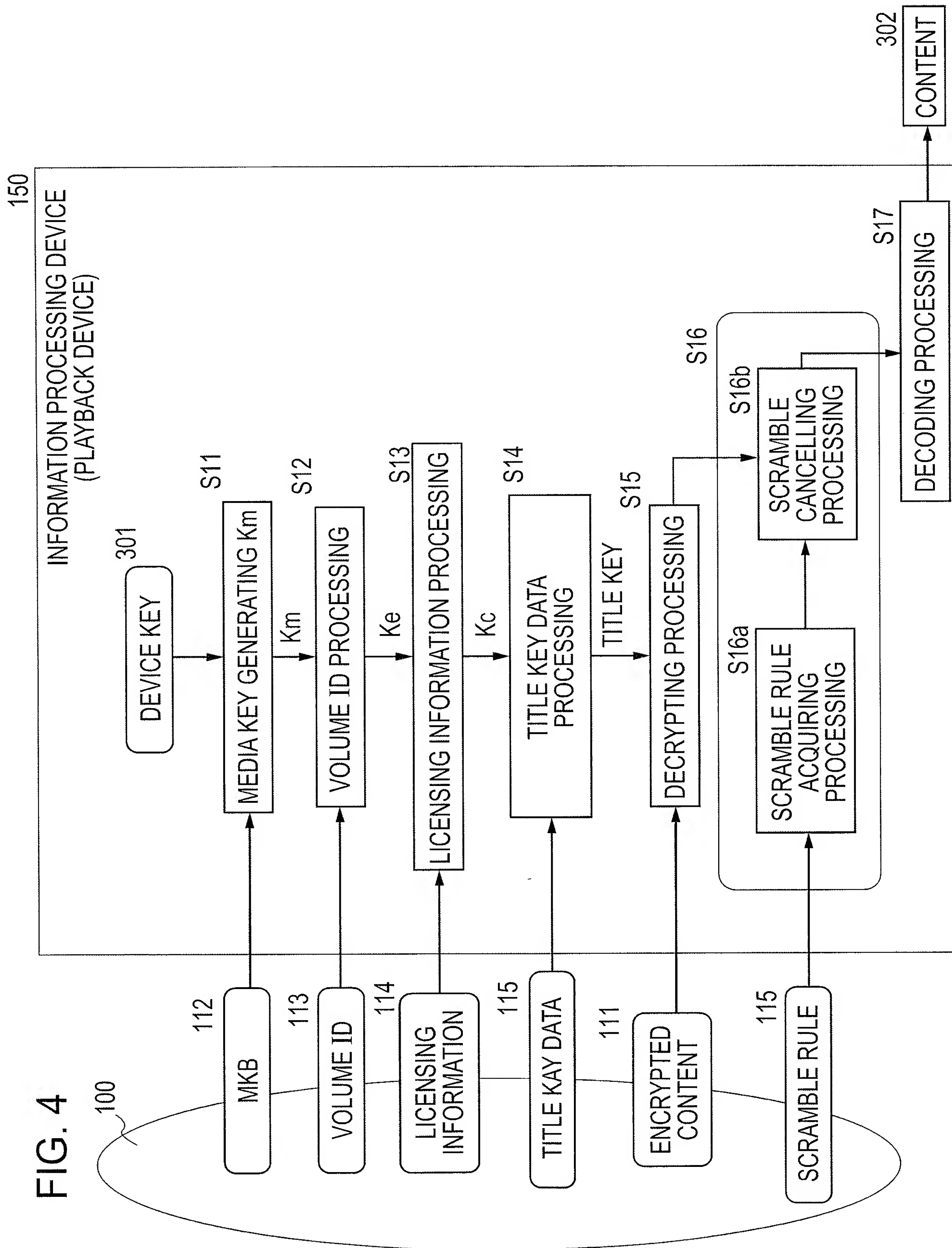
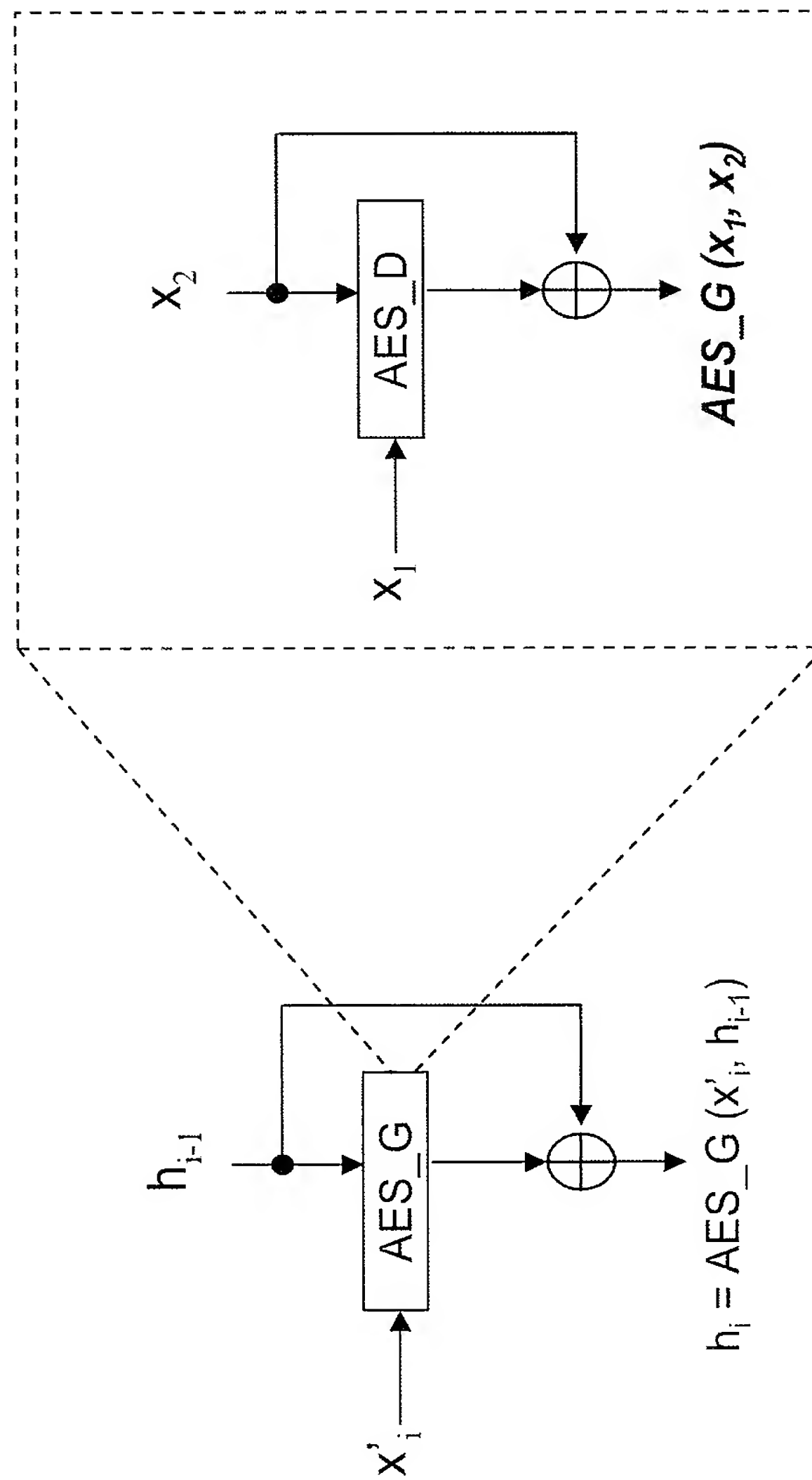


FIG. 5



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FIG. 6

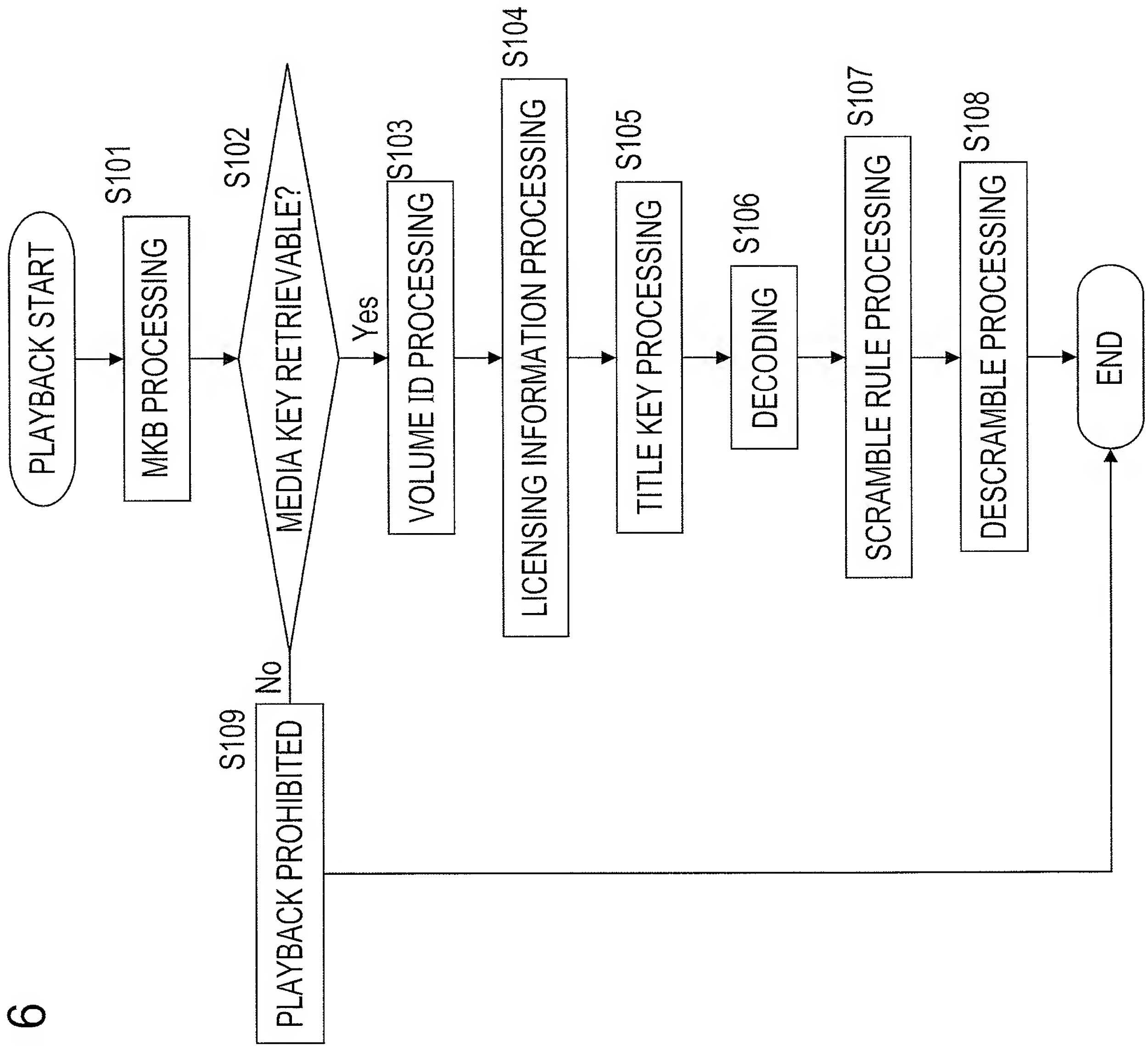
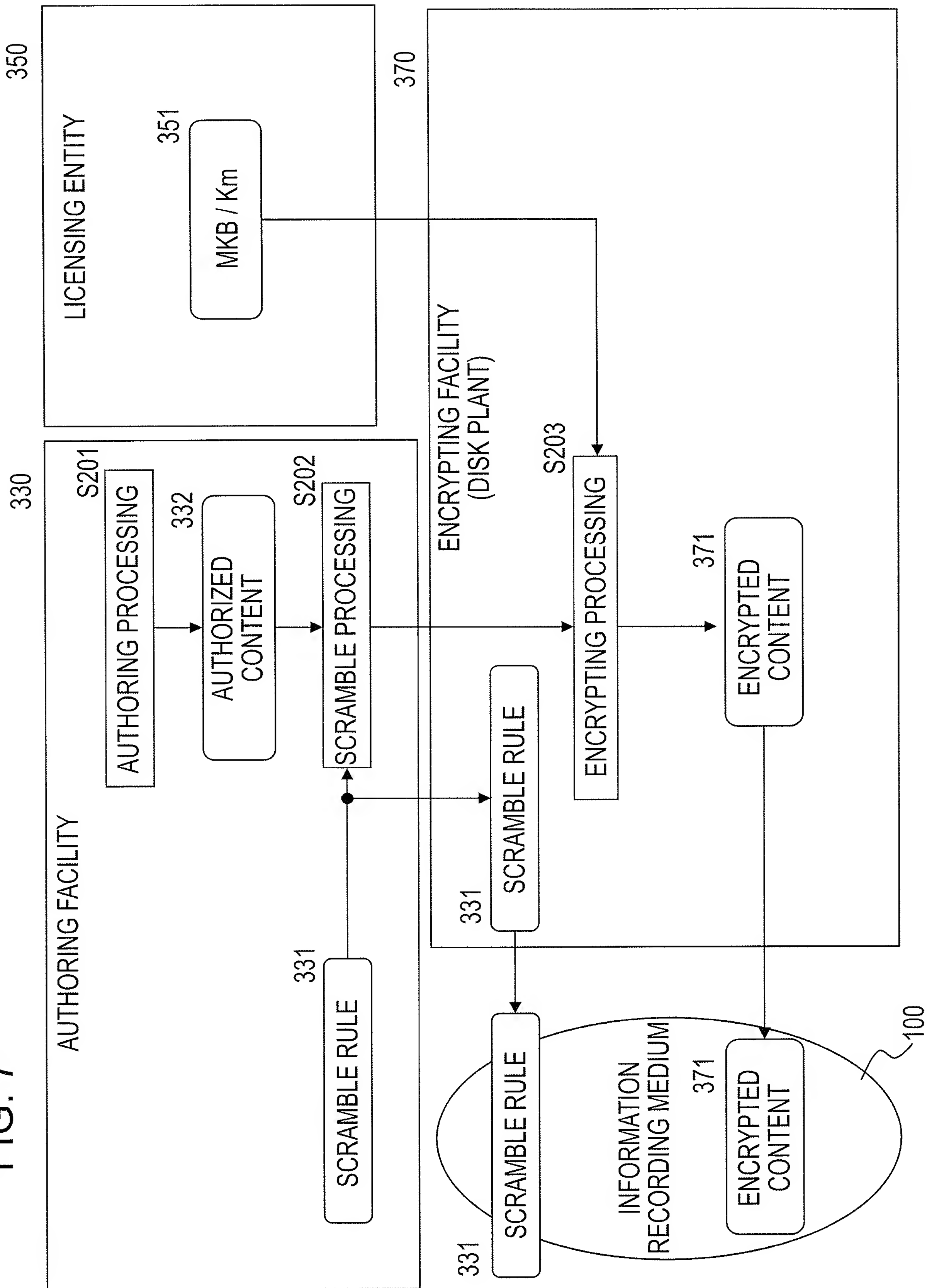


FIG. 7



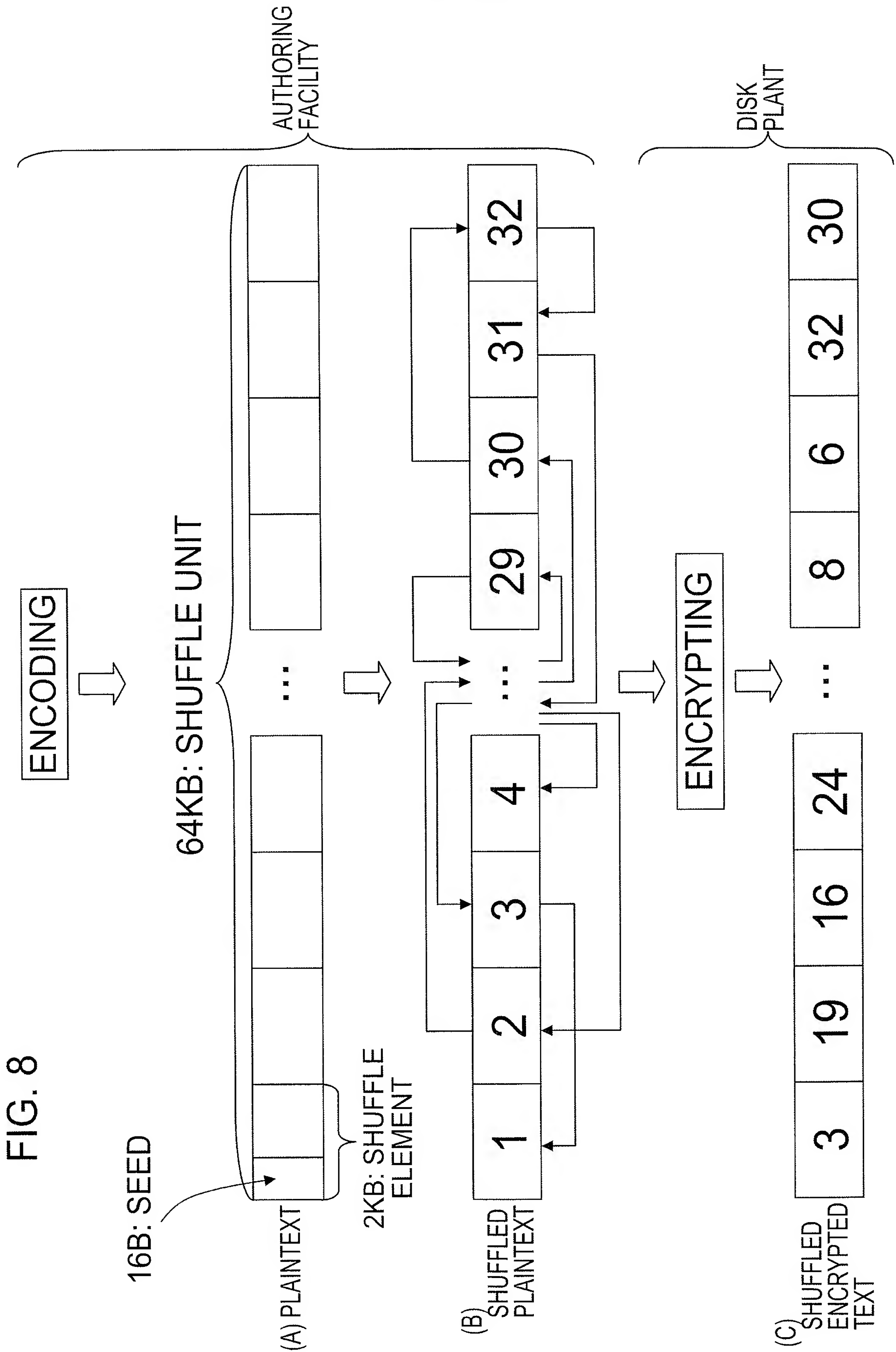




FIG. 9

(A) SCRAMBLE RULE (IN THE EVENT THAT THERE ARE 32 SHUFFLE ELEMENTS WITHIN THE SHUFFLE UNIT)

3	19	16	24	26	18	10	2
28	20	12	4	1	15	25	9
22	11	21	31	7	29	13	23
5	17	27	14	8	6	32	30

(B1) BEFORE SHUFFLING

1	2	3	4	5	6	7	8	9	10	11	12	.....	28	29	30	31	32
---	---	---	---	---	---	---	---	---	----	----	----	-------	----	----	----	----	----

(B2) AFTER SHUFFLING

3	19	16	24	26	18	10	2	28	20	12	4	.....	14	8	6	32	30
---	----	----	----	----	----	----	---	----	----	----	---	-------	----	---	---	----	----

FIG. 10  
Aligned Unit (6KB ENCRYPTION)

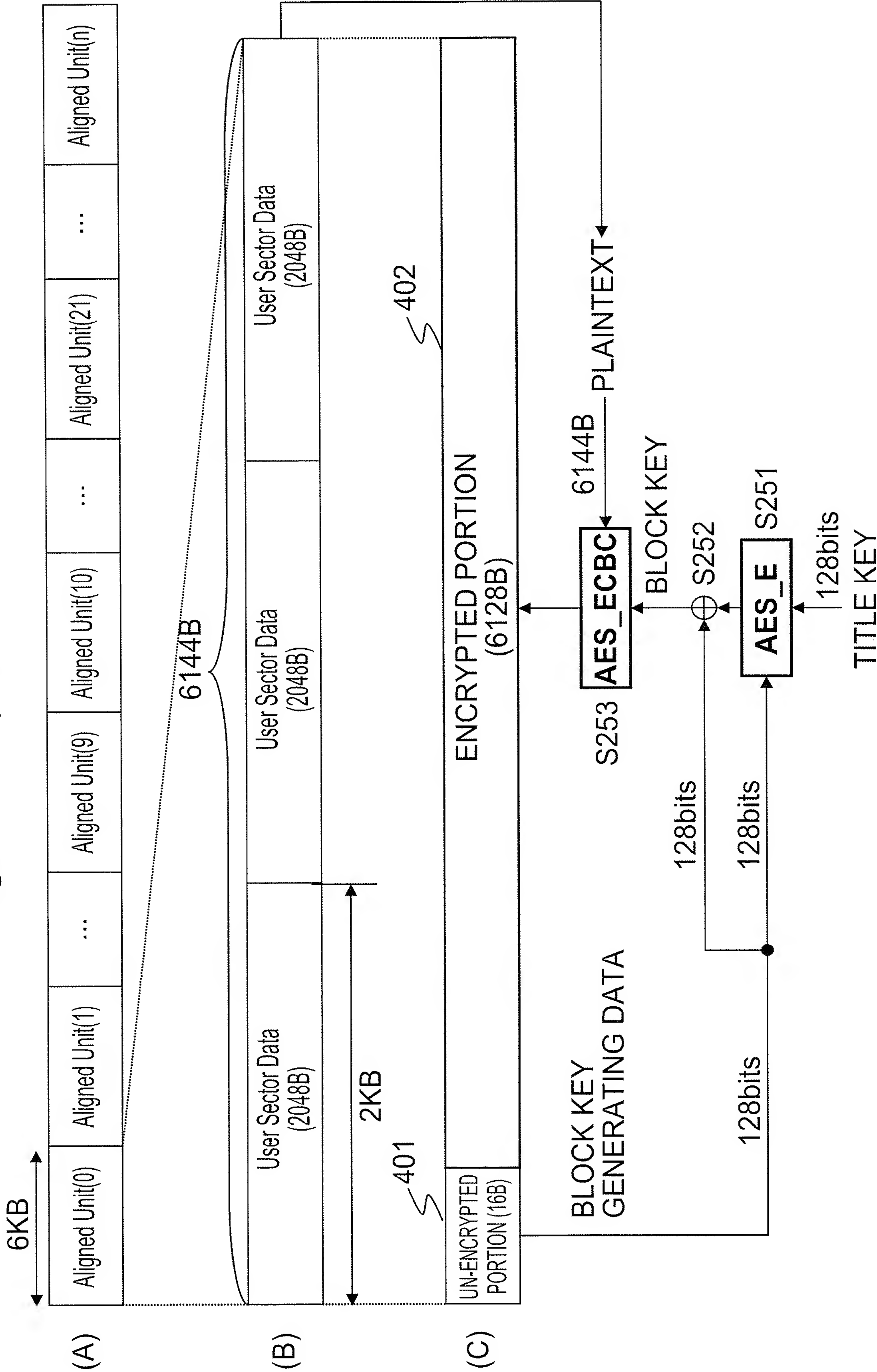


FIG. 11  
CBC (Cipher Block Chaining) MODE (ENCRYPTED)

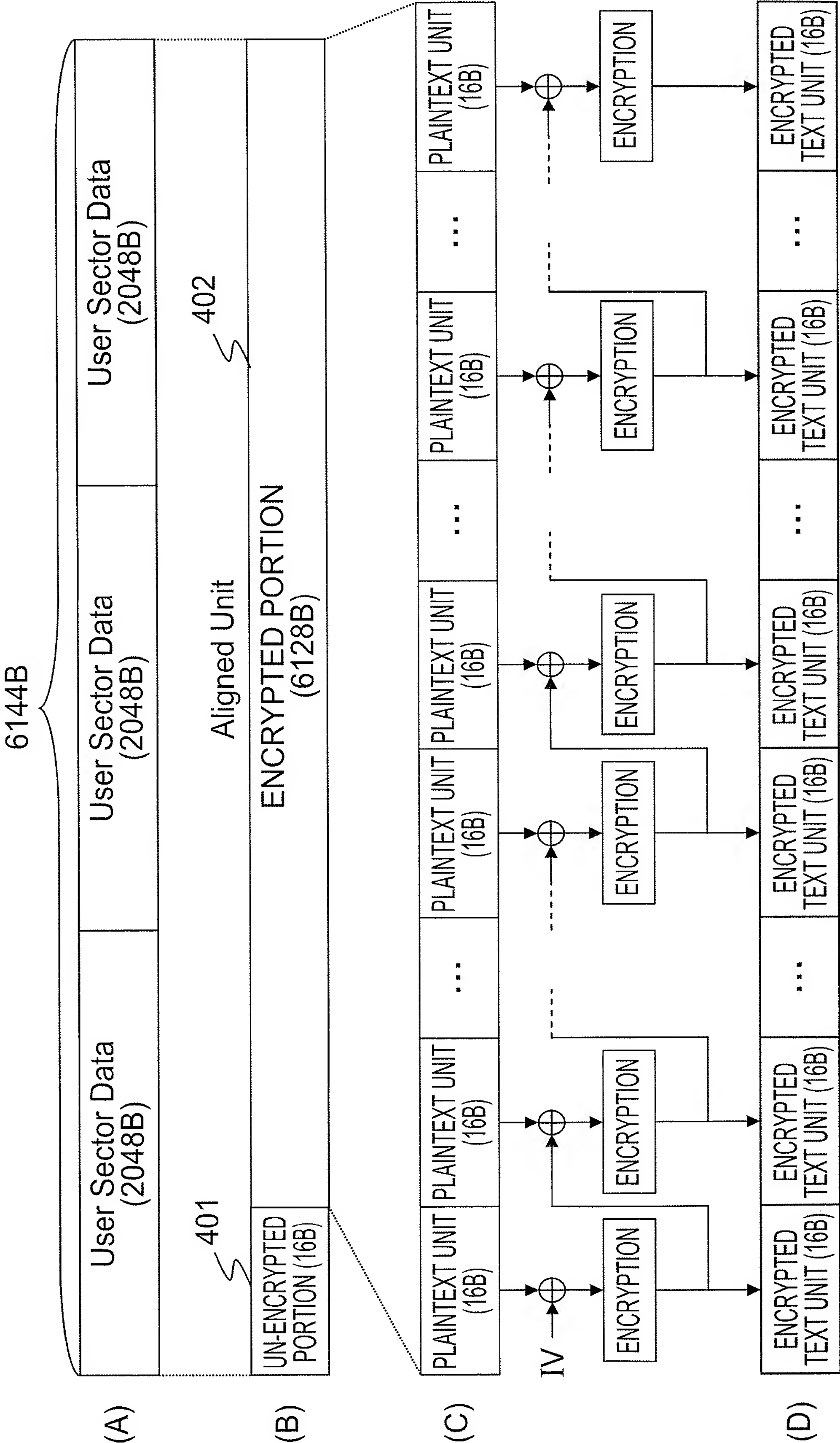


FIG. 12  
User Sector Data (2KB ENCRYPTION)

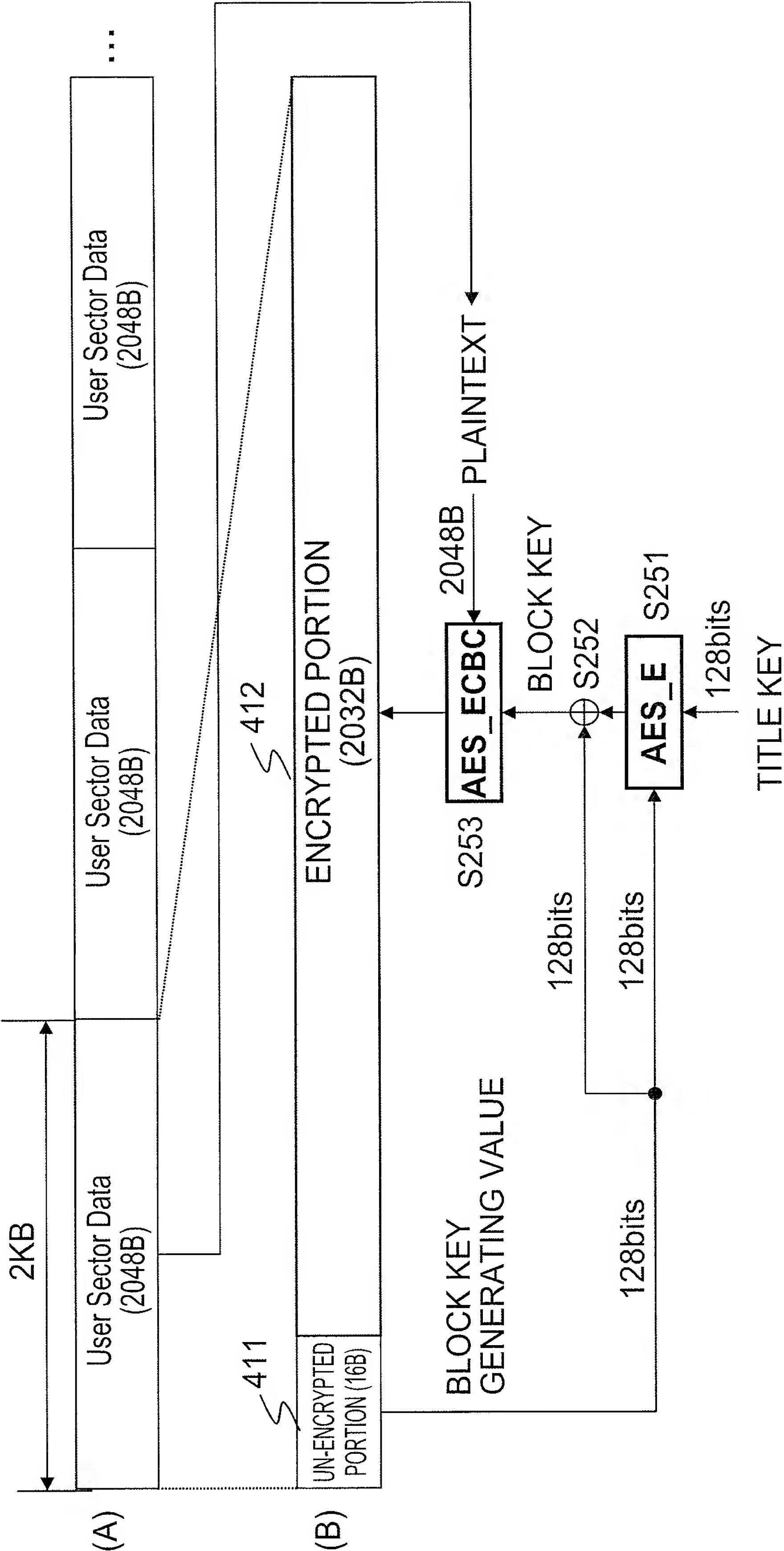


FIG. 13  
 MSTBL.DA (THELP FILE FOR ENCRYPTING IN DISK PLANT)

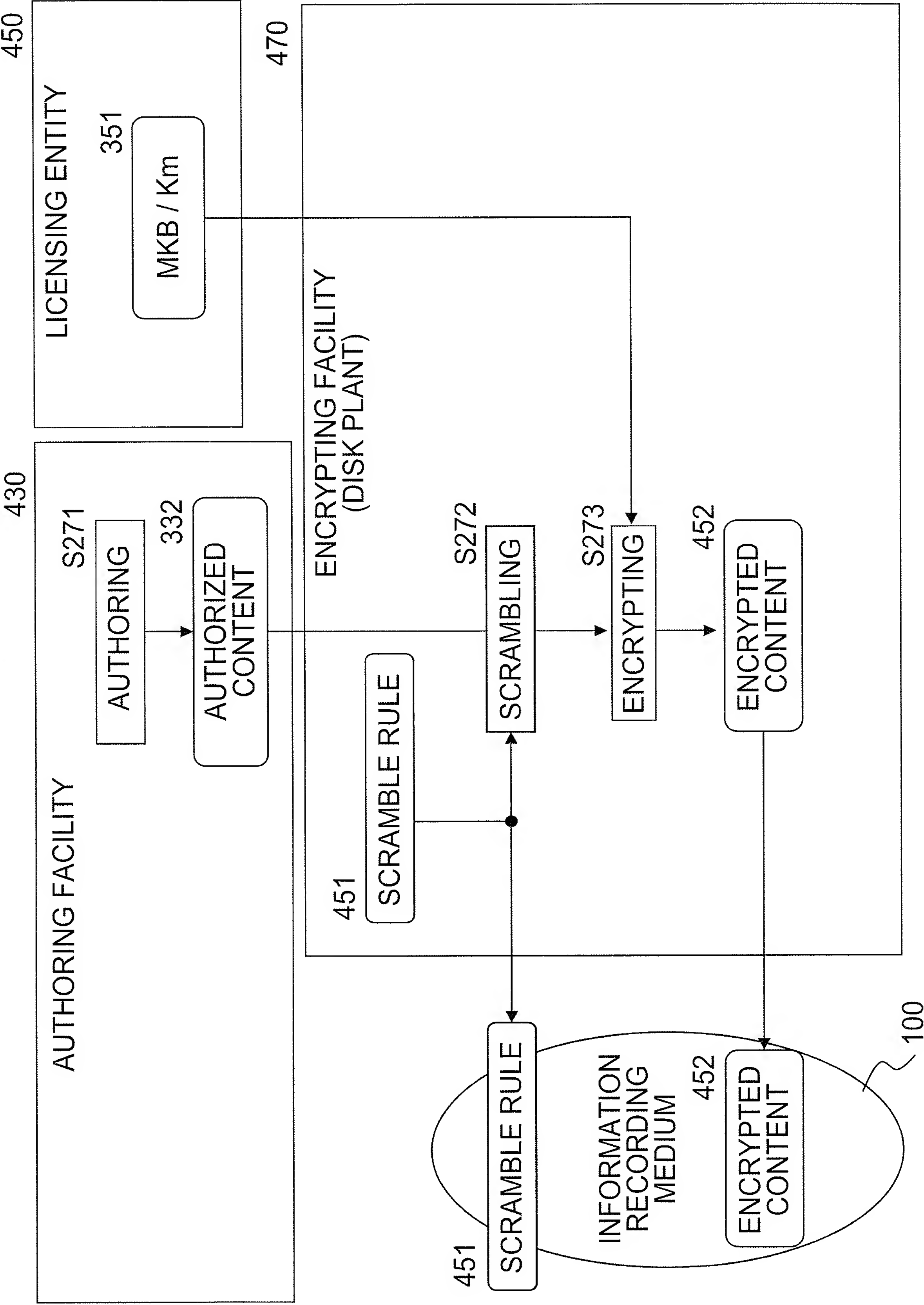
	#bits	value
Li_MSTBL.DAT({		
UD_START_Location	32	
UD_END_Location	32	
CHT_Location	32	
CHT_Offset	32	
Content_Cert_Location	32	
Content_Cert_Offset	32	
UK_Inf_Location	32	
UK_Inf_Offset	32	
Num_of_UK	32	
MKB_Location	32	
For (j = 1; j <= N, j++) {		
Encryption_Flag(j)	8	00 <sub>16</sub> : not to-be-encrypted
Data_Type(j)	8	01 <sub>16</sub> : to-be-encrypted
		01 <sub>16</sub> : 1 <sup>st</sup> sector of AU
		02 <sub>16</sub> : 2 <sup>nd</sup> sector of AU
		03 <sub>16</sub> : 3 <sup>rd</sup> sector of AU
		04 <sub>16</sub> : Non-AV data (e.g. Java)
		0000 <sub>16</sub> -FFFF <sub>16</sub>
		00000-99999
		000000 <sub>2</sub>
CPS_Unit_No(j)	16	0 <sub>2</sub> : not Last Sector of each Clip
Clip_AV_File_No(j)	24	1 <sub>2</sub> : Last Sector of each Clip
Reserved	6	0 <sub>2</sub> : not Last Sector of each Clip in layer i
Last_Sector_of_Clip(j)	1	1 <sub>2</sub> : Last Sector of each Clip in each layer i
Last_Sector_of_Layer(j)	1	
}		
}		

FIG. 14

SYNTAX OF MSTBL.DAT

**UD\_START\_Location:** Physical Sector Number OF START LOCATION OF User Data FOR EACH Layer (Data Zone)  
**UD\_END\_Location:** Physical Sector Number OF END LOCATION OF User Data FOR EACH Layer (Data Zone)  
**CHT\_Location:** Physical Sector Number of CHT START LOCATION.  
**CHT\_Offset:** NUMBER OF BYTES UNTIL DIRECTLY BEFORE Hash Value (DATA TO BE FILLED IN BY Mastering Facility) AND START LOCATION OF CHT.  
**Content\_Cert\_Location:** Physical Sector Number of Content Certificate START LOCATION.  
**Content\_Cert\_Offset:** NUMBER OF BYTES UNTIL DIRECTLY BEFORE Content ID (DATA TO BE FILLED IN BY Mastering Facility) AND START LOCATION OF Content Certificate.  
**UK\_Inf\_Location:** Physical Sector Number OF TITLE KEY FILE START LOCATION. IF NO Unit\_Key.inf STORED IN THAT Layer, SPECIFY 00000000<sub>16</sub>.  
**UK\_Inf\_Offset:** NUMBER OF BYTES UNTIL DIRECTLY BEFORE Encrypted Unit Key for CPS Unit #1 and THE START LOCATION OF Unit\_Key.inf.  
**Num\_of\_UK:** NUMBER OF Unit Keys OF ENTIRE Disc (= NUMBER OF CPS Units).  
**MKB\_Location:** Physical Sector Number OF MKB START LOCATIONS. IN THE EVENT THAT NO MKB\_Cert IS STORED, SPECIFY 00000000<sub>16</sub>.  
N: Logical Sector NUMBER OF Layer i.  
**Encryption\_Flag:** Flag FOR WHETHER OR NOT TO ENCRYPT.  
**Data\_Type:** Flag SHOWING Type OF Sector.  
**CPS\_Unit\_No:** CPS Unit Number.  
**Clip\_AV\_File\_No:** CLIP FILE NUMBER. INFORMATION TO BE USED FOR THE PURPOSE OF CHT CREATION.  
**Last\_Sector\_of\_Clip:** FLAG SHOWING LAST Sector OF EACH CLIP (REGARDLESS OF Layer).  
**Last\_Sector\_of\_Layer:** FLAG SHOWING LAST Sector OF EACH CLIP IN EACH Layer.

FIG. 15



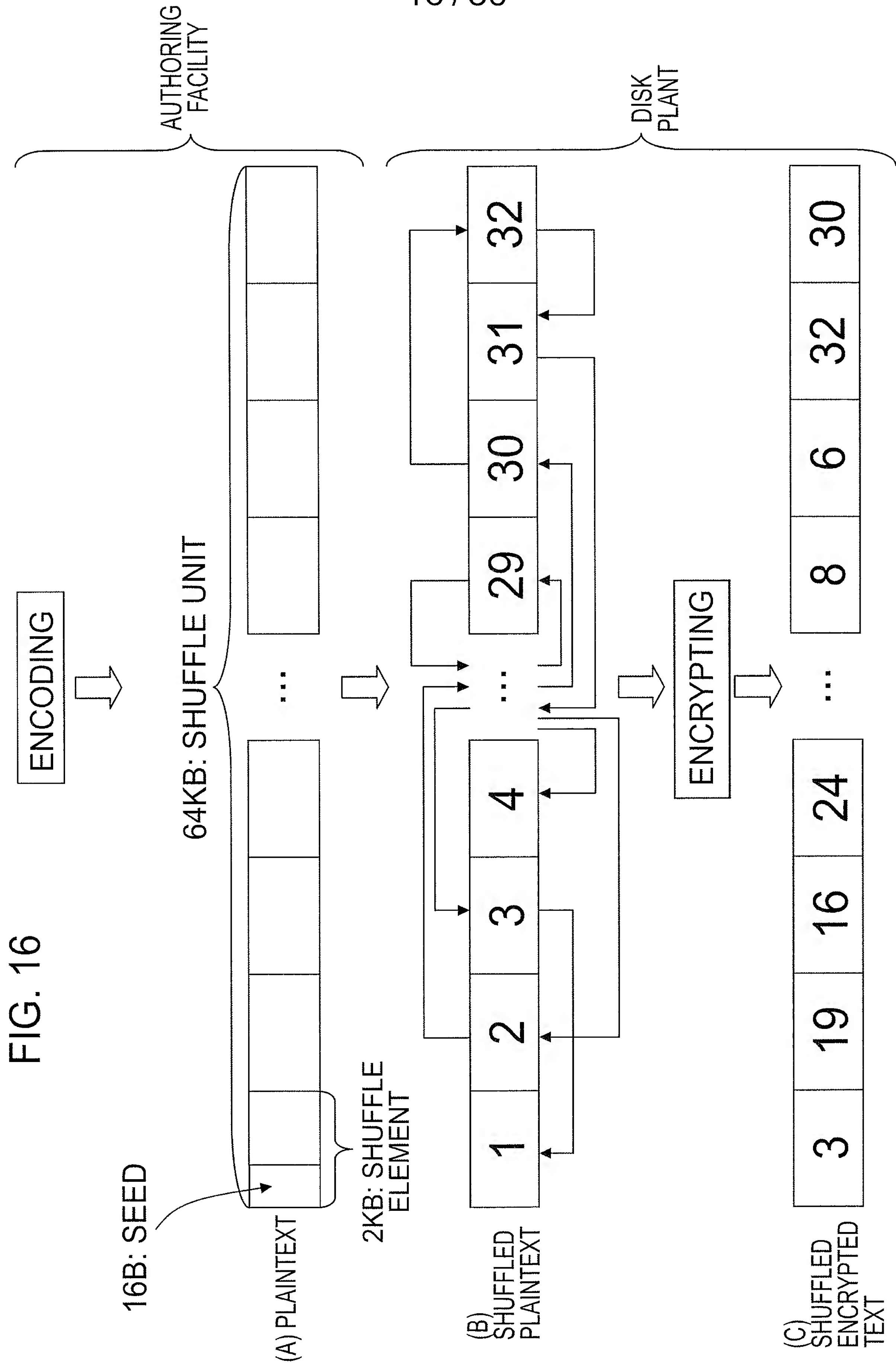




FIG. 17  
MPEG-2 transport stream

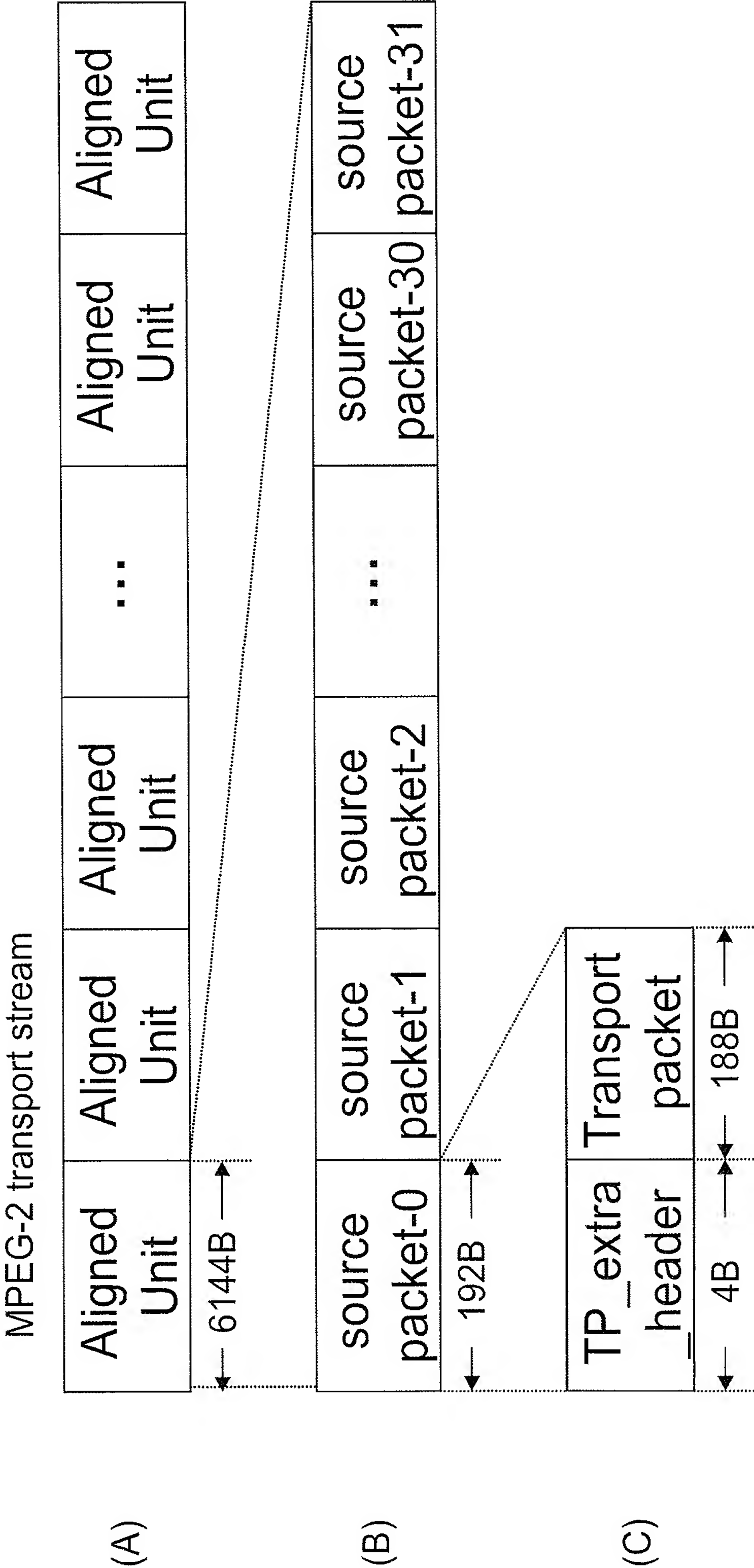


FIG. 18

(A) SYNTAX OF source\_packet

source_packet(){	#bits
TP_extra_header()	4
transport_packet()	188
}	

(B) SYNTAX OF TP\_extra\_header

TP_extra_header(){	#bits
is_not_free	1
is_encrypted	1
arrival_time_stamp	30
}	

FIG. 19      SYNTAX OF transport\_packet

	#bits
transport_packet(){	
sync_byte	8
transport_error_indicator	1
payload_unit_start_indicator	1
transport_priority	1
PID	13
transport_scrambling_control	2
adaptation_field_control	2
continuity_counter	4
if (adaptation_field_control==‘    adaptation_filed_control==’11’) {	
adaptation field()	
}	
if (adaptation_field_control==‘    adaptation_filed_control==’11’) {	
adaptation field()	
}	
if (adaptation_field_control==‘    adaptation_filed_control==’11’) {	
for (i=0; i<N; i++) {	
data_byte	8
}	
}	
}	

FIG. 20

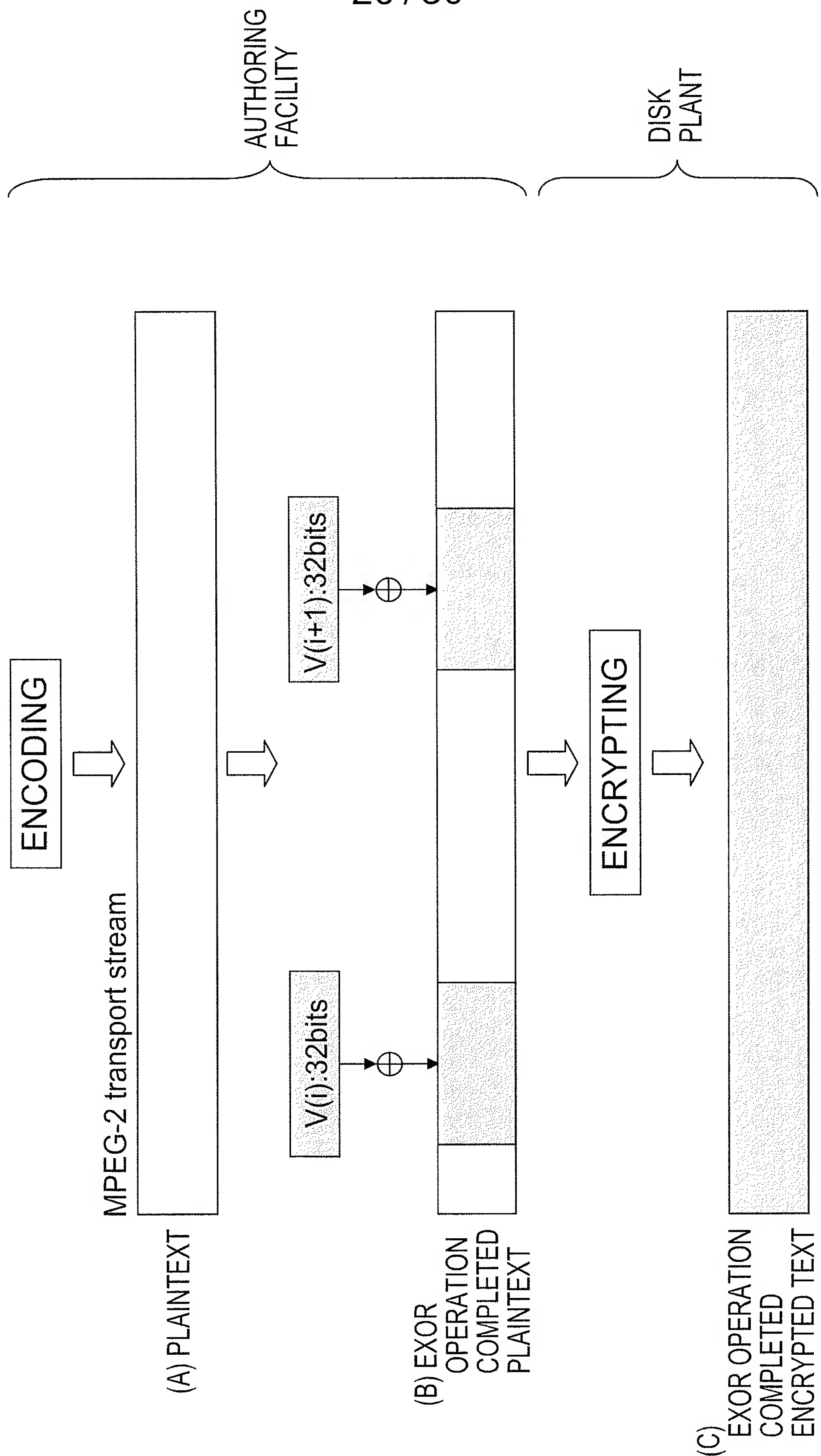


FIG. 21

$V(1):0xXXXXXXX;$   
 $V(2):0xXXXXXXX;$   
 $V(3):0xXXXXXXX;$   
...  
 $V(n-1):0xXXXXXXX;$   
 $V(n):0xXXXXXXX;$

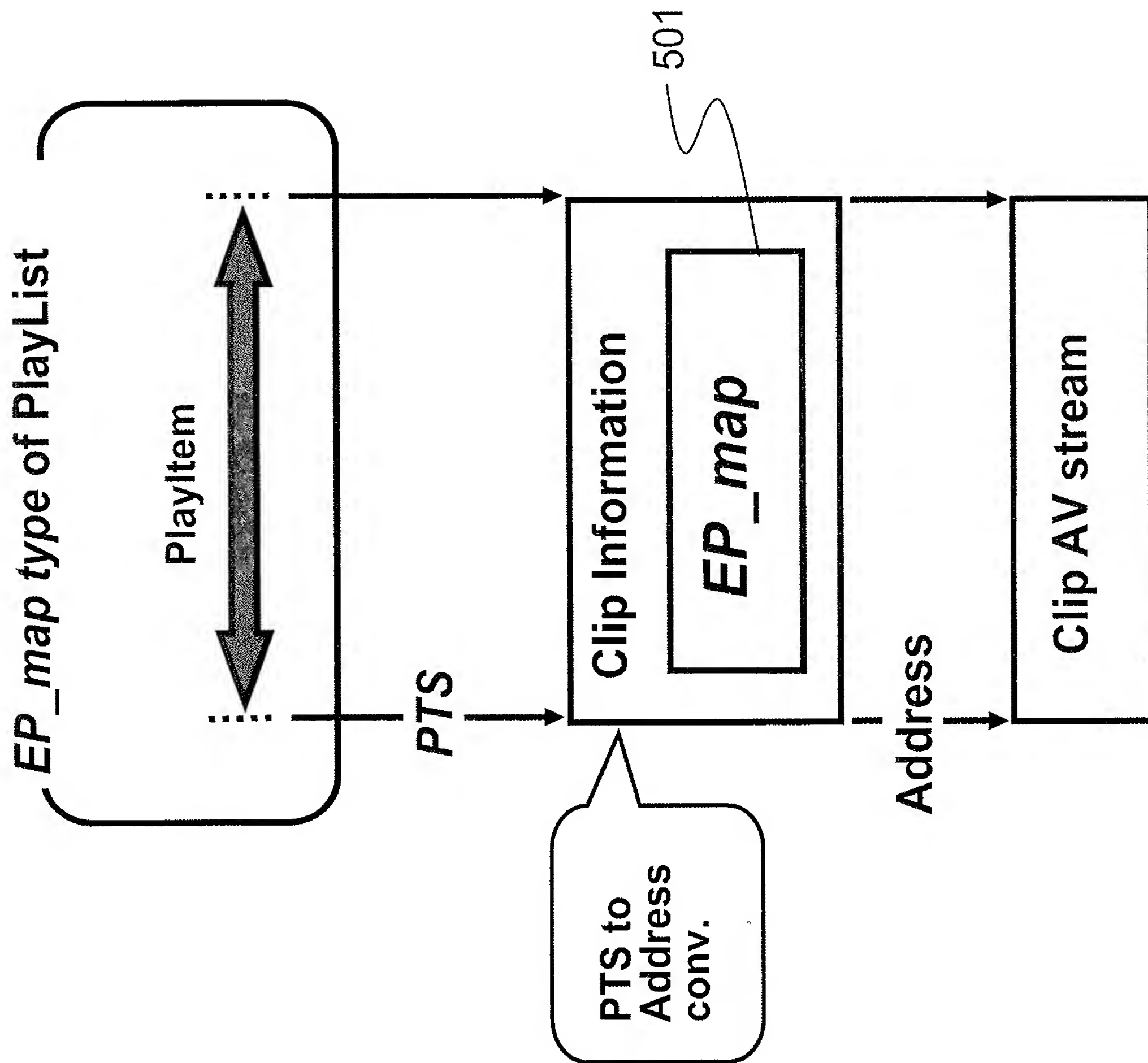


FIG. 22

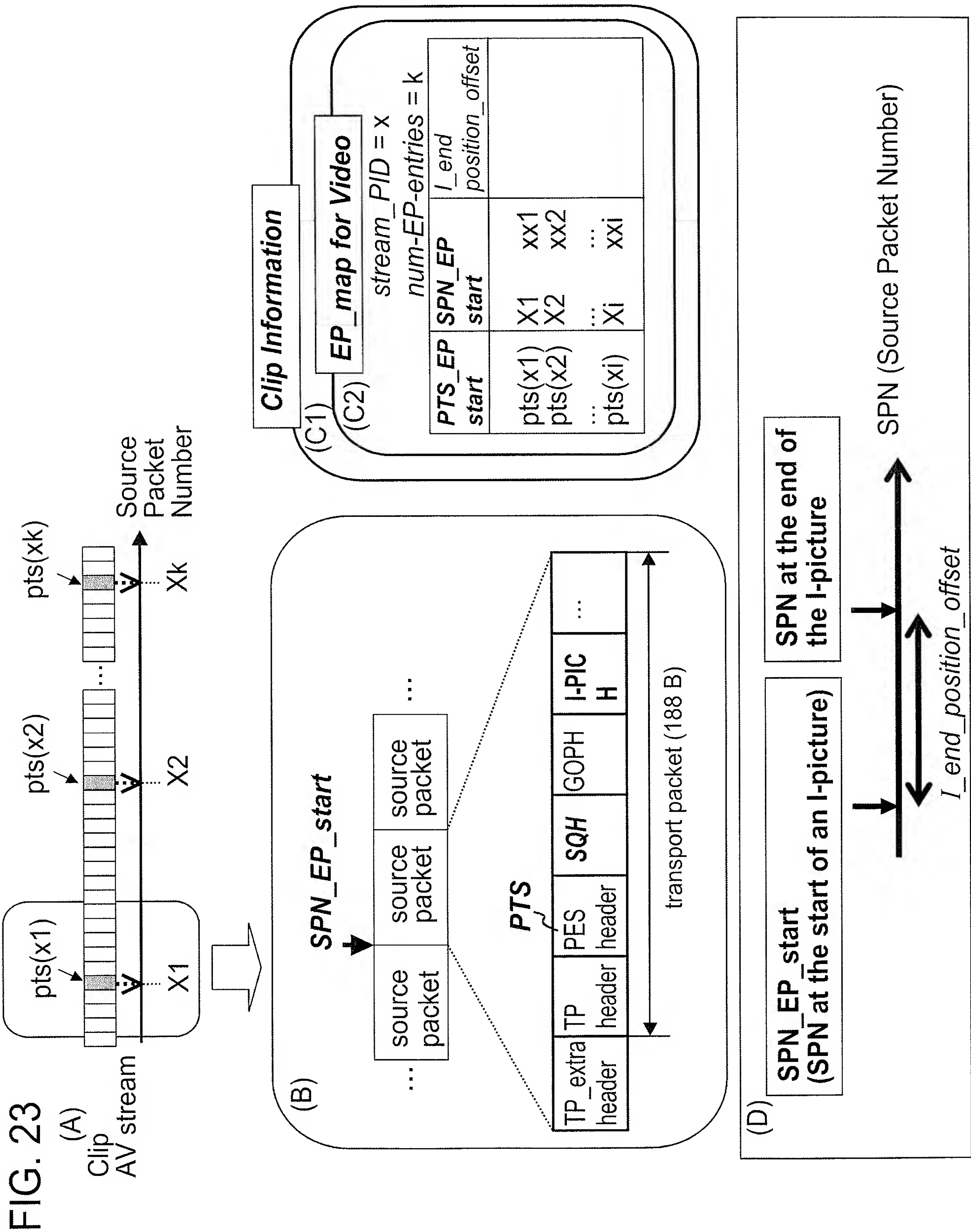
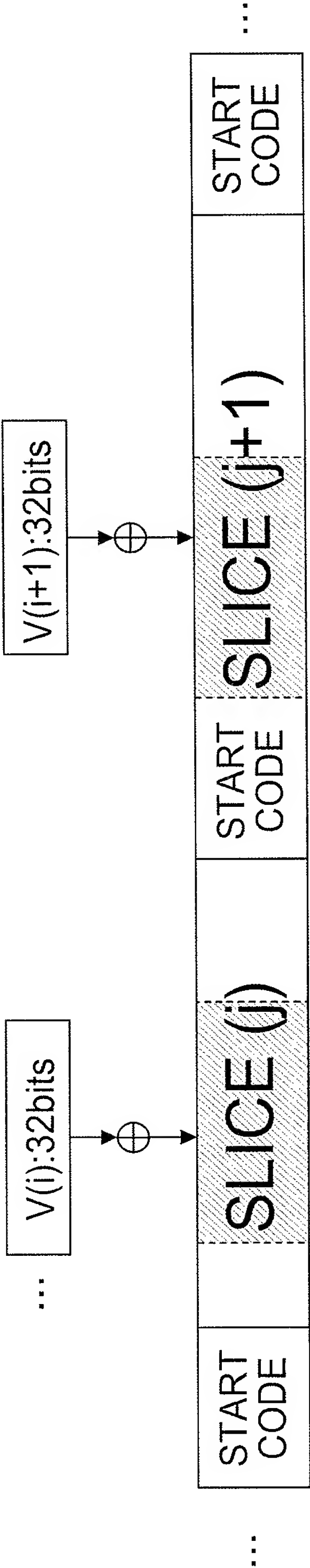


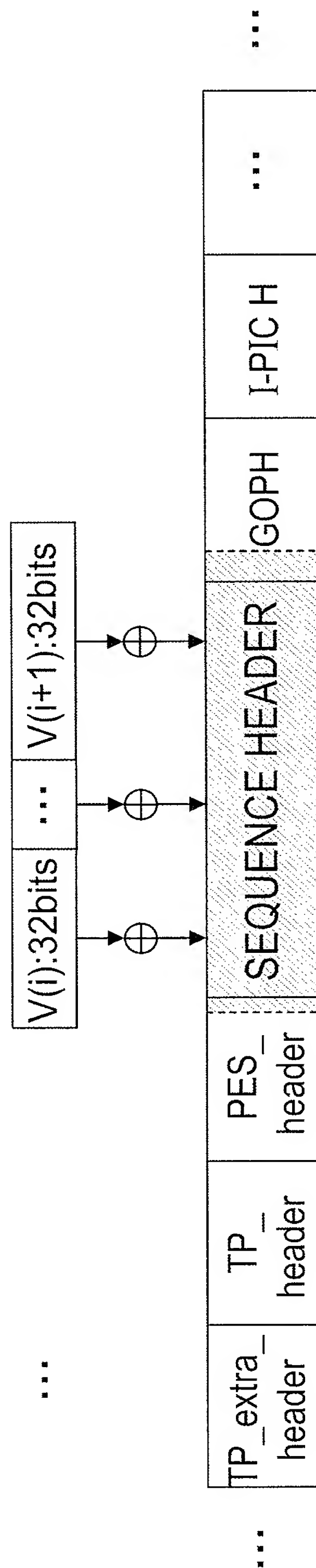
FIG. 24



- EACH SLICE IS CODED BY VLC, AND SO BY CHANGING THE VALUE OF A PORTION OF THE CODE THEREOF, THE ENTIRE SLICE CANNOT BE DECODED.
- FURTHER, BY CHANGING THE VALUE OF AN I-PICTURE SLICE, THE ENTIRE CORRESPONDING GOP IS INFLUENCED.
  - START CODE: SYNCHRONOUS CODE SHOWING THE HEAD OF THE NEXT SLICE.



FIG. 25



- EACH SEQUENCE HEADER IS A HEADER FOR THE CORRESPONDING GOP, AND BY CHANGING THE VALUE OF ALL PORTIONS OR OF ONE PORTION, THE ENTIRE GOP CANNOT BE DECODED.

FIG. 26

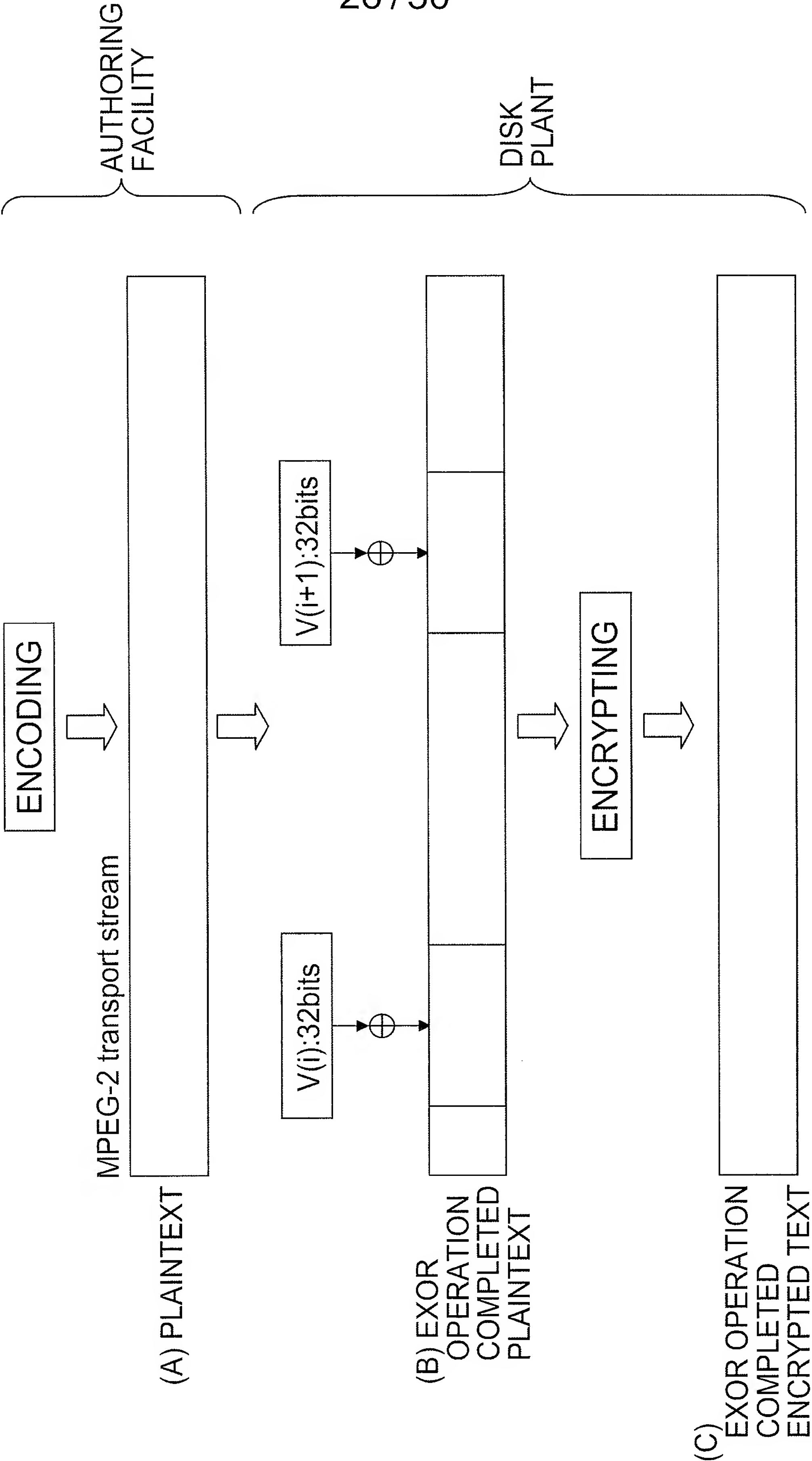


FIG. 27

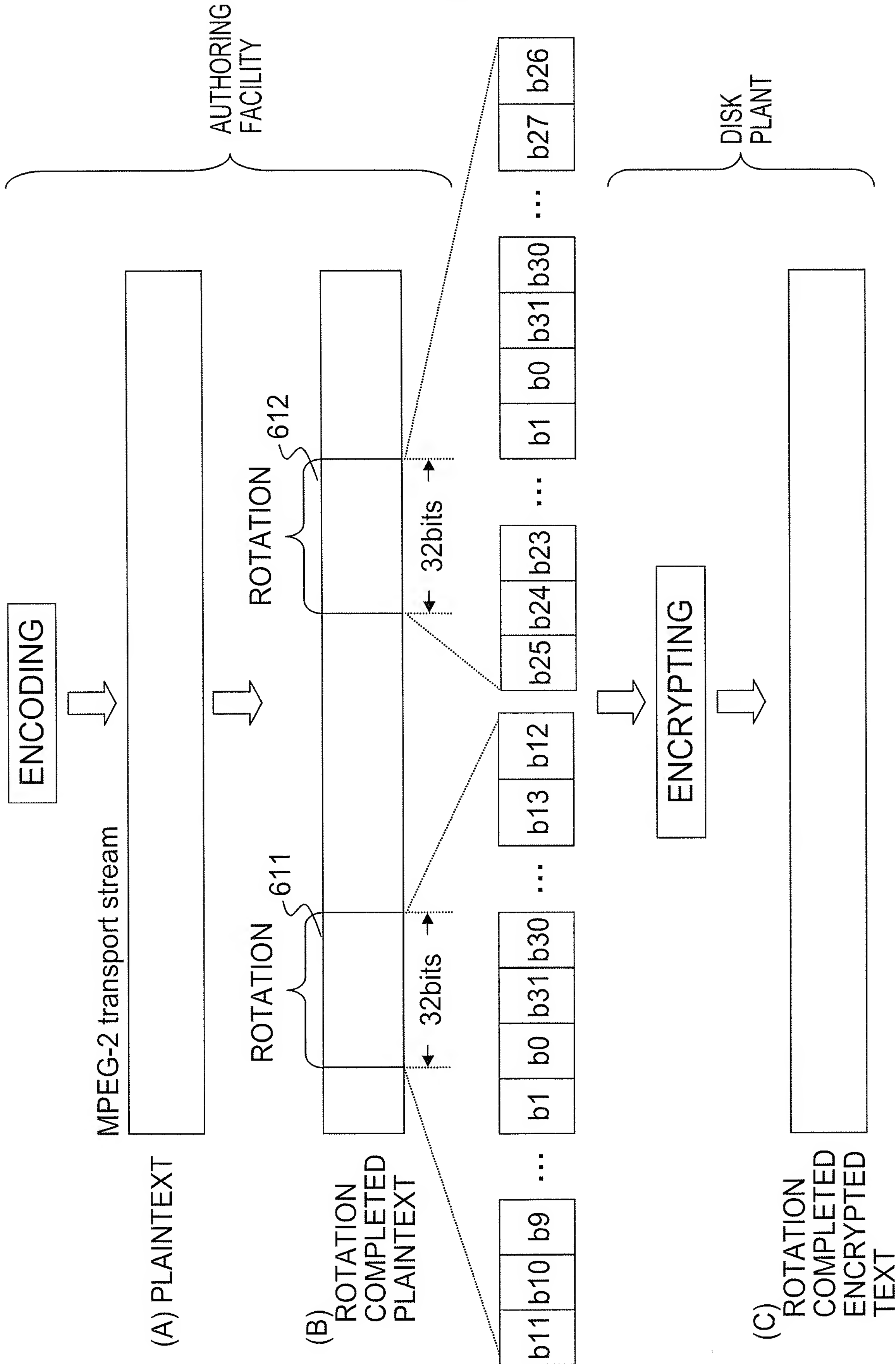


FIG. 28

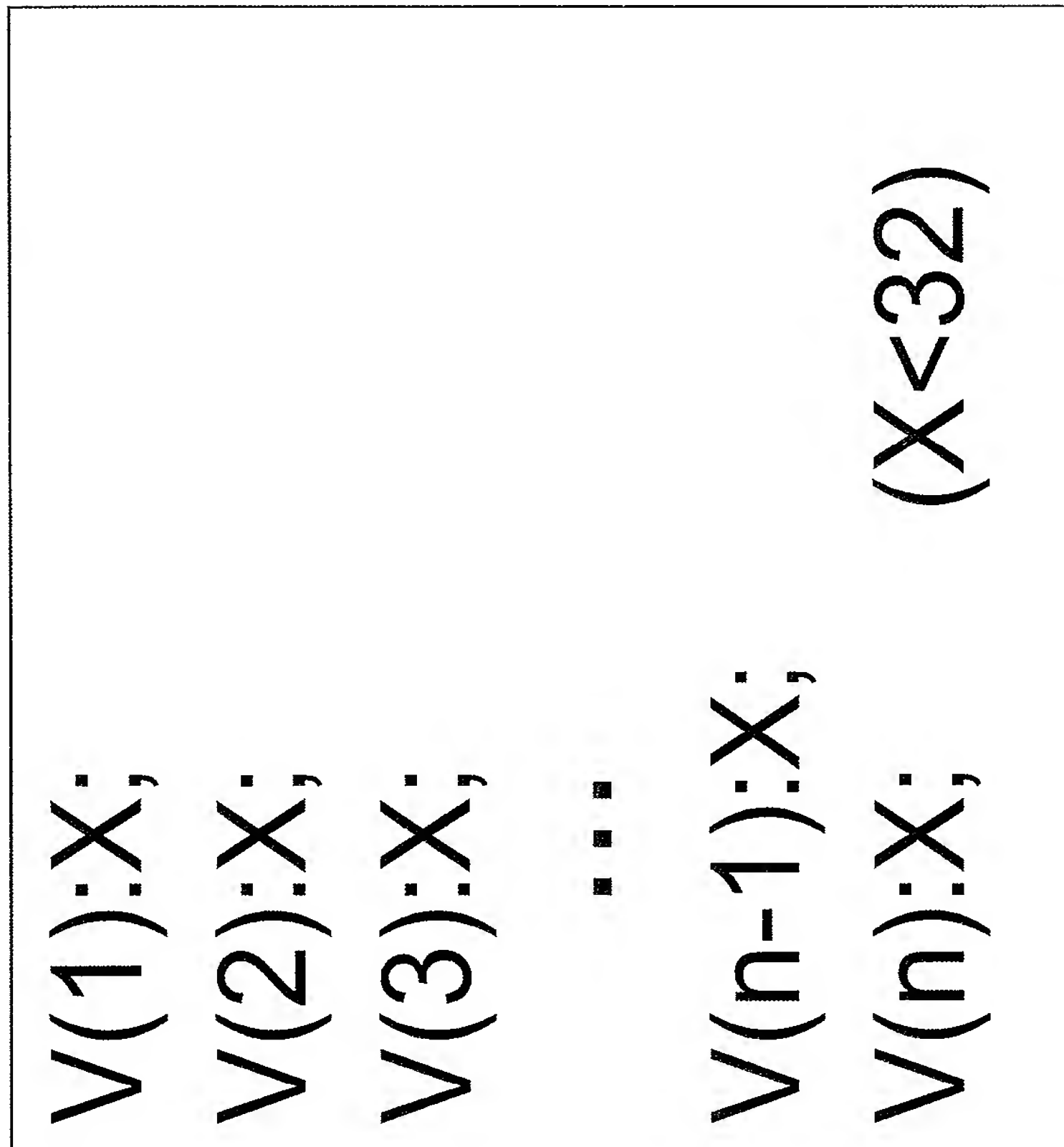


FIG. 29

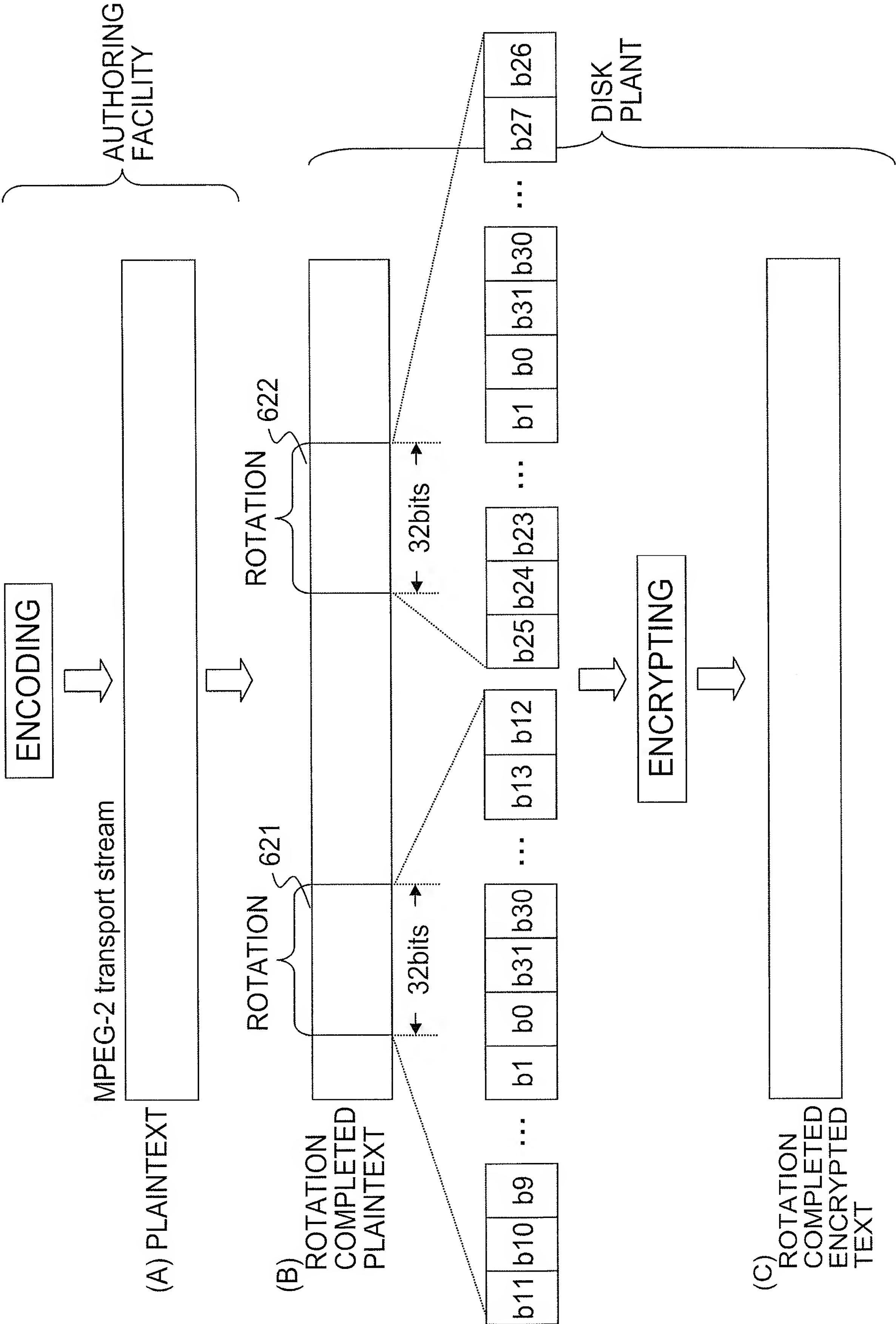


FIG. 30

